

WHAT IS CLAIMED IS:

1. A computer readable program product storing a game program making a character use an item in the progress of the game, which stores a program, comprising:

providing at least one item linked with at least one ability to be given to the character for mastery in accordance with operation of the player;

making the character controlled in accordance with operations of the player use an item;

judging whether the level of mastery of the at least one ability of the at least one item used satisfies a predetermined condition, and;

when the level of mastery of any of said at least one ability satisfies said predetermined condition, giving the character the ability linked with the item to enable use in game in accordance with subsequent operations of the player.

2. A program product as set forth in claim 1, wherein the item of equipment is one of a protective gear and a weapon to be used for a fight between characters, the level of mastery indicates the result of the fight between characters, and the predetermined condition indicates the state of victory in a fight by the use of that item of equipment.

3. A program product as set forth in claim 2, wherein said program further manages the level of mastery by points, cumulatively adds points with each fight between characters, has the predetermined condition indicate the points serving as the threshold, and gives the ability when the cumulatively added points exceed said predetermined condition.

4. A program product as set forth in claim 3, wherein the program cumulatively adds the victory points as the level of mastery when the or any character wins a fight even when merely equipped with an item.

5. A program product as set forth in claim 1, wherein said ability indicates magic able to be used in a fight between characters.

6. A program product as set forth in claim 5, wherein said magic has the effect of inflicting damage on an enemy character in a fight between characters or an effect of mitigating damage due to an attack by an enemy character in a fight between characters.

7. A method of processing a game program making a character use an item in the progress of the game, comprising:

providing one or more items linked with abilities to be given to a character by mastery in accordance with operation of the player;

making a character controlled in accordance with operations of a player use an item;

judging the level of mastery of the item used, and;

when the level of mastery satisfies a predetermined condition, giving the character the ability linked with the item to enable use in accordance with subsequent operations of the player.

8. A method as set forth in claim 7, wherein the item of equipment is protective gear or a weapon to be used for a fight between characters, the level of mastery indicates the result of the fight between characters, and the predetermined condition indicates the state of victory in a fight by the use of that item of equipment.

9. A method as set forth in claim 8, which further manages the level of mastery by points, cumulatively adds points with each fight between characters, has the predetermined condition indicate the points serving as the threshold, and gives the ability when the cumulatively added points exceed said predetermined condition.

10. A method as set forth in claim 9, which cumulatively adds the victory points as the level of mastery when a character wins a fight even when merely equipped with an item.

11. A method as set forth in claim 7, wherein said ability indicates magic to be used in a fight between characters.

12. A method as set forth in claim 11, wherein said magic has the effect of inflicting damage on an enemy character in a fight between characters or an effect of mitigating damage due to an attack by an enemy character in a fight between characters.

13. A game system making a character use an item in the progress of the game, said system comprising:

a unit for execution of the game in accordance with a program;

a memory for storing all or part of the program;

a display screen for displaying the game being executed by the unit;

the unit, and;

in accordance with a program stored in the memory;

5 providing one or more items linked with abilities to be given to a character by mastery in accordance with operation of the player;

making the character controlled in accordance with operations of a player use an item;

judging the level of mastery of the item used, and;

10 when the level of mastery satisfies a predetermined condition, giving the character the ability linked with the item to enable use in accordance with subsequent operations of the player.

14. A game system as set forth in claim 13, wherein the item of equipment is protective gear or a weapon to be used for a fight between characters, the level of mastery indicates the result of the fight between characters, and the predetermined condition indicates the state of victory in a fight by the use of that item of equipment.

15. A game system as set forth in claim 14, wherein said unit further manages the level of mastery by points, cumulatively adds points with each fight between characters, has the predetermined condition indicate the points serving as the threshold, and gives the ability when the cumulatively added points exceed said predetermined condition.

16. A game system as set forth in claim 15, wherein the unit cumulatively adds the victory points as the level of mastery when the character wins a fight even when merely equipped with an item.